

**Amendments to the Specification:**

Please amend the following paragraphs in the specification as indicated:

[13] In Fig. 1, a production process for creation of an audio presentation begins with a musical performance 102. Recording 104 of the performance results in one or more audio tracks 106. The audio tracks go through mixdown 108, mastering 110 and production 112 processing to result in an audio presentation 114 in a format suitable for consumer playback. Such a format can be, e.g., mp3, .wav, .aiff, MPEG-4, Super-DVD or any other stored, streamed, or other format. The audio presentation 114 is delivered to playback device 120 that typically resides in a remote location such as in a consumer's home, or somewhere in proximity to a user, listener, or viewer. Output devices, such as stereo, surround sound or other speaker systems; and display devices such as a computer screen or monitor, or smaller display panel on a portable device are shown at 130. Note that any type of suitable playback device and output devices can be used.

[45] Fig. 3C shows an approach whereby the cue data is a separate file or object from the audio presentation data. In Fig. 3C, audio presentation file 350 includes a series of samples, as before. However, cue data now resides in object 360 which is a separate list or array of information that includes, for each cue entry, a cue identifier at 362 associated with a cue position index at 364. Each cue position index "points" to a sample in audio presentation file 350 as shown for the first two entries 352 and 354 in object 360. These two entries can correspond, respectively, to the beginning and end of an interval such as, e.g., GUITAR\_RIFF\_START and GUITAR\_RIFF\_END.

[42] Cue data 320 for a single cue includes three words of data. Cue identifier 322 is a word of data that has a value corresponding to the type of cue to be inserted. For example, a GUITAR\_RIFF\_START cue has a value that indicates the type of cue. In general, many possible types of cue representations are possible. Any suitable methods for representing, embedding or associating cues with audio presentation information is within the scope of the present invention. A preferred embodiment uses a table to associate cue identifier values with

cue characteristics such as a text description of the cue, the cue type, etc. In addition to cue identifier 322 are two words of data, 324 and 326, which are used as an “escape sequence” to indicate to a playback, or visualization engine that the cue identifier follows. Such an escape sequence can be any sequence of two words that, preferably, would not occur in audio presentation data.